

# classic CONSOLE™

RETRO VIDEO GAMES MAGAZINE

DREAMCAST TURNS 15!



## HOMEBREW 2600 TITLES

How the scene is keeping the  
granddaddy of gaming alive

## CRAZY TAXI: CITY RUSH

Does this retro reboot live up to the original?

# BEST SPOOKY GAMES

JUST IN TIME FOR HALLOWEEN

## HIGHLIGHTS:

DIG DUG through the years, best new retro gear,  
top 10 NES games, Game Boy vs. Game Gear

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# from the Editor...



**Welcome and thank you so much for deciding to read our little publication.** In this busy world, you have many choices for your entertainment, and we are honored that you have decided to read our magazine. This first issue is just a single step in what I hope will prove to be a great endeavour. My goal for creating this magazine is to bring together all of us who love retro gaming in one place.

Some of my fondest childhood memories were of being sprawled out on the floor of my parents' house with NES controller in one hand and guidebook or video game magazine in the other. As I got older, I subscribed to publications such as Game Informer, and enjoyed reading the reviews and tips.

At the time that I thought about starting a magazine such as this several years ago, there was nothing covering retro gaming on the market. This is the cultivation of several years of dreaming and imagining, and I am so happy that it is now becoming a reality.

Now, there are a few other classic gaming magazines that exist, but we have something to offer that they do not. We are 100% FREE and publish monthly! We are here to serve the retro gaming community, and I cannot wait to interact with all of you and read your mail and letters. Remember, this magazine is for all of us, and that includes you!

## Josh LaFrance

Editor in Chief

## meet the TEAM...



Josh LaFrance

### SEGA Fanboy

"My favorite console has to be the Sega Dreamcast. It is at the tail end of what I would consider to be "retro" right now, but it was way ahead of its time and tons of fun!"



Amy Trinanes

### Nintendo Addict

"You would think Mario and company would think of installing an alarm system in Peach's castle.. just saying."



Scott Crain

### Avid PC Gamer

"I started playing computer games on IBM PCs that weighed 40 pounds. I scratched my head through Monkey Island and Day of the Tentacle, and shot my way through Doom and Wolfenstein."



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# **BEST** **SPOOKY GAMES**

Because Halloween is Just Around the Corner..

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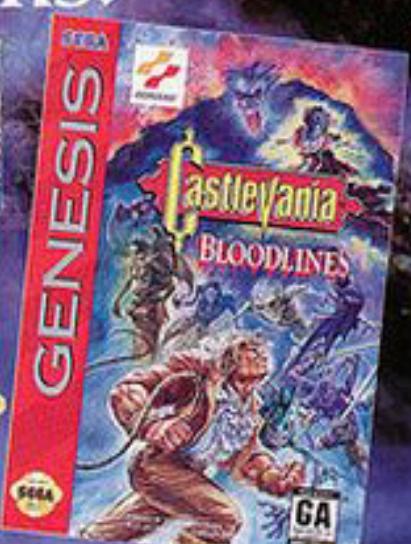
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# The Plot Thickens.

Konami uncards Castlevania: Bloodlines for Sega Genesis, the most challenging, most chilling adventure in vampire hunting history! As whip-wielding John or master lanceman Eric, pursue your bloodstained destiny across Europe chasing the latest, evilest incarnation of horror, Countess Bartley. Shudder at 6 stages of shocking new graphic sights and sounds from your worst nightmare. Skele-dragons, spear thrusting minotaurs, grotesque giants and ghastly creatures are dying to slay you with gruesome attacks and strange powers. So take up your sacred weapons and begin. Just remember that you already have one foot in the grave.



**KONAMI**

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# BRING IT IN FOR A BIRTHDAY BEAR HUG

Only **YOU** Can Prevent Wildfires.  
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# MARIO WITH MILK?

Memories of Breakfast with our Favorite Game Characters >>

■ By Josh LaFrance

For anyone born in the last 50 years or so, Saturday mornings have always been synonymous with cartoons (sadly those days have ended). And, for any kid watching this programming, we knew we would be inundated with commercials for 2 things: Breakfast Cereals and Toys. Once video games began to catch on in the late 70's / early 80's, it only made sense for video game manufacturers to work out deals with the manufacturers of these products and license out their most famous characters.

I have many fond memories of Saturday mornings filled with sugary cereals, so I thought it would be fun to take a little trip down



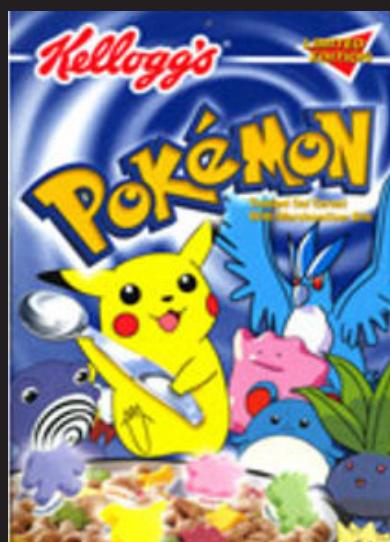
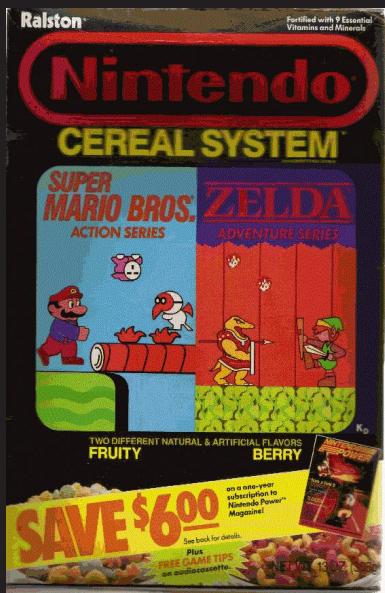
memory lane and talk about the most famous ones of the bunch.

The most famous by far has to be the Nintnedo Cereal System. Made by Ralston Cereals, it was released in 1988. This was a very unique product, as there actually were two completely separate bags of cereal inside of one box. One side, the Super Mario Bros. Action Series, consisted of fruit flavored Marios, Mushrooms, Goombas, Bowser and other enemies. The second side was known as the Zelda Adventure Series, and consisted of berry flavored pieces. Amongst those pieces you would find Links, Boomerangs, Keys and Shields.

Any good cereal relies on a great gimmick to sell to kids, and Nintendo's cereal was no exception. On the back panel of each box were collectible trading cards known as "Nintendo Power Cards". Also



Left: Still from Nintendo Cereal System TV commercial.



inside of most boxes you would find a sticker of a famous Nintendo character as well as information on the box about some sort of giveaway. Many dreamed of eating enough boxes of this stuff to get a free game or accessory.

Nowadays, this cereal fetches quite the price on the collector's market. Be prepared to spend

## "ANY GOOD CEREAL RELIES ON A GREAT GIMMICK TO SELL TO KIDS"

over \$100 for a single box!

Mario and Zelda were not the only ones with their own cereal. Ralston also manufactured a Donkey Kong cereal, which actually predates the Nintendo Cereal System. Introduced in 1982, Donkey Kong Crunch (as it was known) tasted a lot like something many of us are familiar with.. Cap'n Crunch! The cereal

was shaped like little barrels, which makes sense if you know anything about arcade games involving a Jumpman and a Gorilla. This also makes sense if you consider the fact that Cap'n Crunch is a similar shape.

Donkey Kong Jr. also got in on the action with his own cereal as well, and guess what? It was also made by Ralston. Add little fruity flavored

strawberry and banana pieces, and you have something that tastes a lot like Cap'n Crunch Berries.

Even though Ralston made the majority of the licensed cereals on the market, they were not the only ones getting in on the action.

Cereal giant General Mills even made a Pac-Man cereal. Think

Above Left:  
Nintendo  
Cereal System,  
Pokemon Cereal

Above Right:  
Donkey Kong Cereal

of something like Kix as your power pellets and marshmallow ghosts being involved.

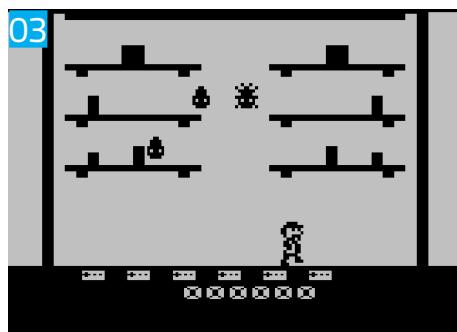
Over the years there have been numerous others including Kellogg's Pokemon cereal (tasted like Lucky Charms!), but nothing comes close to retaining the cool factor of those initial video game cereals.

Maybe it makes me sound old and cynical, but sometimes I wish we could forget about all we know about nutrition and organic foods etc. and just live back in a simpler age where I could have sugar in my cereal, a cartoon on the TV and Mario on my pajamas. I think myself and many others would be much, much happier.

(Have an idea for next month's Gamer Memories? Write us an email: [classicconsolemag@gmail.com](mailto:classicconsolemag@gmail.com))

# COMING SOON>>

GAMES TO LOOK OUT FOR IN THE COMING MONTHS



## 01 // SLAVE (DREAMCAST)

What happens if DOOM and Robotron 2084 are combined? You get SLAVE, the neon colored, aracde style, action packed first person shooter from Isotope Softworks. Scheduled for release by GOAT Store Publishing in April 2015, this looks to be a new and unique title for the Dreamcast.

## 02 // ELYSIAN SHADOWS (DREAMCAST)

Elysian Shadows appears to be a groundbreaking RPG set to release in the Winter of 2015. As a Kickstarter project it was successfully funded on August 13th. This is one to keep an eye on.

## 03 // GAME PANIC LCD (ATARI 2600)

This attempts to recreate the fun of classic handheld LCD games of yesteryear. Help John escape the room overrun by spiders! ROM is available now with a cartridge version to benefit charity coming soon.

## 04 // DRACONIAN (ATARI 2600)

This fantastic port of the computer game Draconian for the 2600 certainly pushes the limits of what was previously thought possible on an old system from 1977.

## 05 // GOSUB (INTELLIVISION)

Do you like undersea adventures? Navigate a little sub through a maze in search of treasure. While at the same time, avoiding a killer octopus determined to destroy you.

## 06 // PRINCESS QUEST (INTELLIVISION)

Like Ghosts n' Goblins? Imagine similar gameplay on an Intellivision and you have Princess Quest! (available now for colecovision)

# HANDHELD SHOWDOWN

WE EXAMINE 3 OF THE 90s MOST POPULAR

## TALE OF THE TAPE

■ By Josh LaFrance

### Manufacturer:

Nintendo

### Release Date:

April, 1989 (Japan)

### Units Sold:

118.69 Million

### Top Sales Game:

Tetris (1989)

## GAME BOY

Game Boy was by far the biggest selling handheld of the 3 and one of the most popular consoles of all time.

4 AA batteries could provide well over 30 hours of gaming!

So everyone knows the Game Boy, the king of sales of the 1990s. However, is it the best handheld console of that era?

That is for you the reader to decide, and each person's answer is based on their own personal tastes. For me, it is the Game Gear, but I know others can make a fantastic argument for the Atari Lynx.

Each handheld console has their own sets of pros and cons and should stand on their own merits.

Like every monthly SHOWDOWN, we here at Classic Console magazine provide just the stats of each challenger. It is up to the community to debate which of these is the true victor! (Write us your thoughts: classicconsolemag@gmail.com)



Above: Original Game Boy (1989)



Above: Game Boy Color (1998)



## SEGA GAME GEAR

## TALE OF THE TAPE

■ Sega's Game Gear was the biggest rival to Nintendo's Game Boy. With a full color screen and a backlight, the Game Gear could be played in low light situations where as the Game Boy needed an external light source.

That backlight also meant that the Game Gear suffered from a serious flaw. It ate through batteries at the rate of 4 hours of gameplay to six AA batteries!

One unique accessory for the Game Gear was a TV tuner and antenna, which allowed you to watch your favorite shows on the device.

## ATARI LYNX

## TALE OF THE TAPE

### Manufacturer:

Atari

### Release Date:

Oct., 1989 (USA)

### Units Sold:

Less than 1 Million

### Best Game:

Chip's Challenge (1989)

■ Atari's Lynx held the distinction of being the first color handheld, having been released a year prior to the Game Gear.

The Lynx boasted several innovations such as a switchable right handed/left handed configuration (Could flip system upside down) and multiplayer network gaming through their Comlynx system.

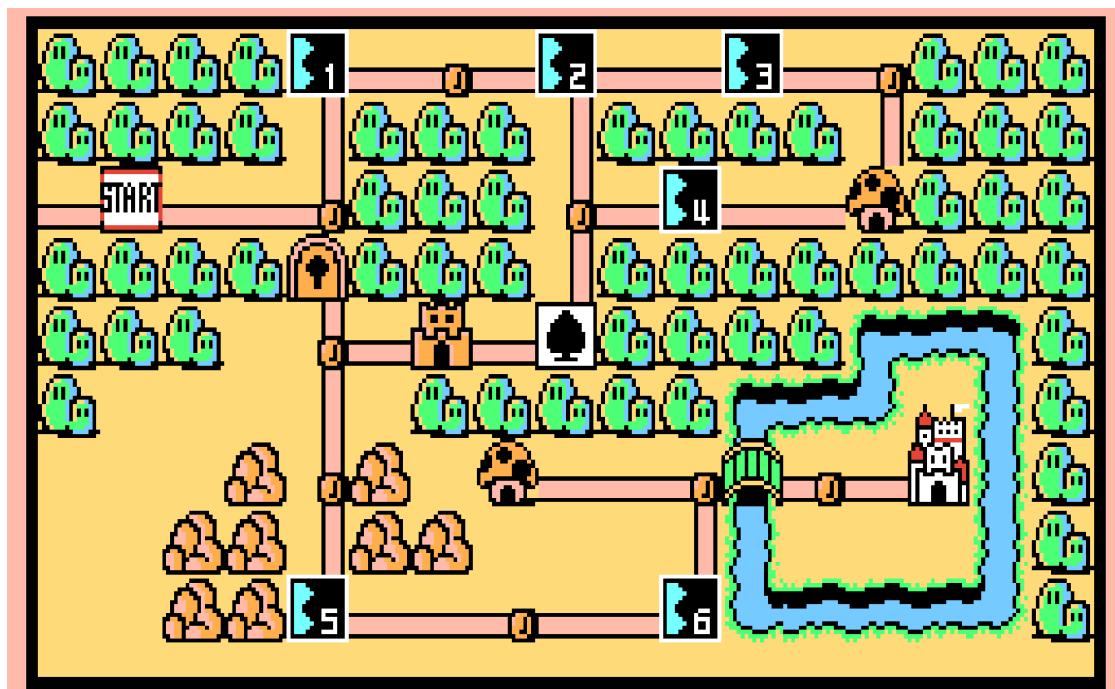
As a 16-Bit system, the Lynx by far had the most impressive display of the 3. However, it suffered the same issue with batteries that the Game Gear did, due to the color display's large power needs.

# Super Mario Bros. 3

A QUICK LOOK AT THE BEST OF THE NES MARIO GAMES

## GAME INFO:

Format: NES/SNES  
 Developer: Nintendo R&D4  
 Publisher: Nintendo  
 Country of Origin: Japan  
 First Release Date: 10/23/88 Japan  
 No. Players: 1-2



## By Amy Trinanes

The first game system I was ever introduced to was the NES (or Nintendo Entertainment System for all you Type A's). My addiction started early. I was a 6 year old on a daily mission to save Princess Toadstool. My house was the hangout for Super Mario parties, and I don't want to blow my own whistle, but I was good.

My game of choice you ask? Super Mario Bros. 3. There was something about flying into the sky for coins by jumping on a pink music note, or memorizing the spade panels that just made me hooked. Don't get me wrong, the original Super Mario Bros. will always be a close second. I mean it's a classic, the start of a video game revolution. But the new and exciting things Mario could do in 3 kept me coming back for more and more. There were new enemies, power ups, moves and items. My

**"I WAS A 6 YEAR OLD ON A DAILY MISSION TO SAVE PRINCESS TOADSTOOL."**

favorite part was being able to hoard all of your power ups for future use.

I'm sure almost everyone reading this has played Super Mario Bros. 3 at least once or twice (or if you're like me you've memorized every level, cheat and power up there is) but we should get into some history of the game.

Number 3 was the fourth installment of the Super Mario series (did you forget about the lost levels?). It was released in Japan in 1988 and then North America in 1990. It took 2 years to make, and was developed by a team of 10 people. The game was designed with all types of players, at any skill level in mind.

For players who are not so video game savvy, a plethora of bonus coins and 1-ups were available in the earlier worlds, while later worlds

**Above:** Super Mario Bros. 3 World 1 Map

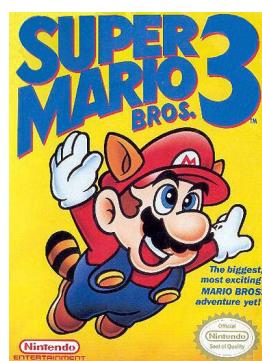


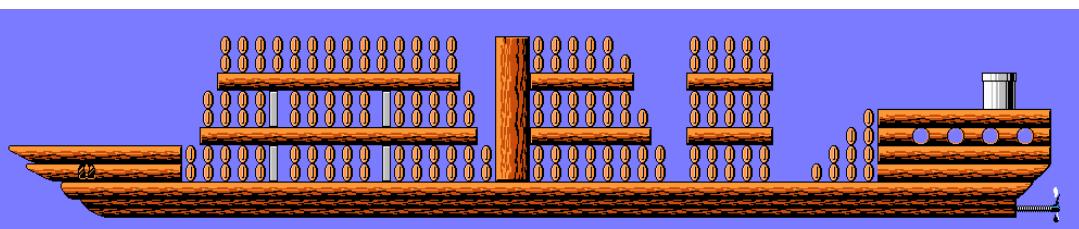
presented more intricate challenges for more advanced players.

The entire point of the game is the usual. Princess Toadstool gets kidnapped by Bowser, and Mario and Luigi must defeat Bowser's children, and other enemies to save her. There are 8 levels, each level more difficult than the last.

Some of the enemies you see in Super Mario Bros. 3 were inspired by the team's personal experiences. For example, the Chain Chomp

**Below:** US Box Art & Japanese Box Art

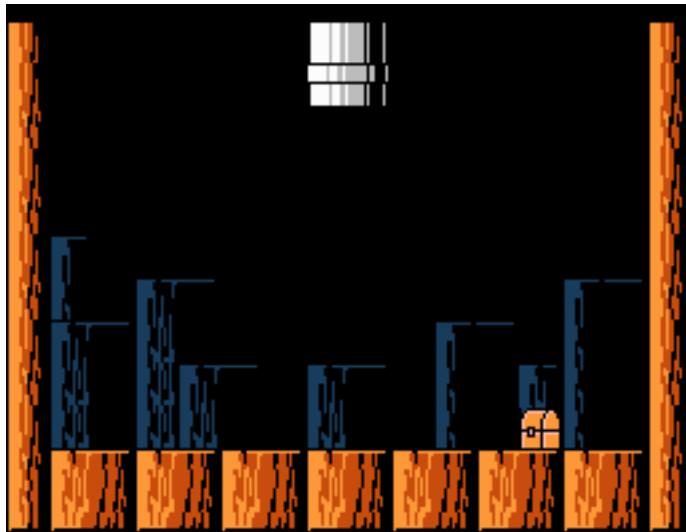




### GET A SECRET COIN SHIP

Be in either Grass Land, Sea Side, The Sky or Iced Land. A Hammer Bro. MUST be on the map (they turn into the coin ship) Mario or Luigi must finish a with a Coin total ending in a multiple of 11. The TENS digit of the player's score must match a multiple of 11. As each second left on the timer will award the player 50 points, the timer must be stopped on an even number so that the number of points received is a multiple of 100. An odd number may also work if the score is 50 points off from the correct multiple.

(time to use your math skills!)



**Left:** 1) Coin ship overview. 2) At the end of the coin ship, a reward awaits.

### World 1-3 Cheat:



enemy, (the ball and chain guy) was based on a bad experience one of the team members had as a child with a dog. Bowser's children, the Koopalings, were designed to be unique in appearance and personality; Miyamoto (the director) based the characters on seven of his programmers as a tribute to their hard work and genius ideas.

The super Mario games were known for the cheats and secret worlds. In 3 there were so many things to discover!

When I was 7 I got a Super NES which was amazing because of one main thing, I could finally save my game. Super Mario 3 for SNES (part of Super Mario All-Stars) was amazing, it had updated graphics and at 7 it was the greatest thing since Dunkaroos. It made beating the game that much easier.

**Awesome cheats:** After you beat the game, stick around for the ending and start a new game

(without turning the console off) and surprise, you get 28 P-Wings.

In World 1-2 go in as Raccoon Mario, go up the hill at the beginning and jump over the horizontal pipe. Stand there until a bunch of Goombas come out of the pipe. Wait for a couple of them to come out, then jump on one and HOLD A to fly into the air. When you're in the air, use your tail to slowly come down from the air. When you land, land on the second Goomba. Repeat this process, enjoy unlimited extra lives.

In World 1-3, toward the end of the level find the white floating block. stand in the middle of it and press the down arrow. Hold it there for about 5 seconds and you can hide behind the scenery. But wait it gets better, go to the end of the level behind the black curtain and get your Warp Whistle!

### SNES VERSION (SUPER MARIO ALL-STARS):



# GH<sup>O</sup>STBUSTERS™

THE COMPUTER GAME  
BY DAVID CRANE



Available on disk.

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## Colecovision Flashback

Like the Atari Flashback and the Intellivision Flashback after it, the Colecovision Flashback looks to be a top seller during this upcoming holiday season.

Manufactured by AT Games, the Flashback is the first step by Colecovision Holdings LLC to relaunch

the Colecovision brand into the public's consciousness once again.

This TV Plug and Play console comes preloaded with 60 games, including Zaxxon and Miner 2049er.

<http://www.colecovision.com/>

PRICE: **\$39.99**



## Retro-Bit Cartridge Adapter

Only own an SNES? Want to play Genesis, NES or Game Boy Advance games? Then you need to get yourself an adapter!

This amazing little gadget allows you to play another console on your SNES. The games work using the SNES controller. The

box includes instructions on control mapping. AV output is run directly from the adapter instead of the console to your TV.

<http://www.thinkgeek.com/product/17a5/>

PRICE: **\$19.99 - \$39.99**

## Pac-Man & Ghost R/C Set

Bring your hours of Pac-Man gaming to real life.

Chase the Ghost around your house. Complete with retro-styled joystick and sound effects. It is not

without issue however, as it requires 10 AAA batteries to operate.

<http://www.thinkgeek.com/product/f035/>

PRICE: **\$39.99** RATING: **★★★★★**



## Retron 5

As any classic gamer knows, one of the worst things about having a massive game collection is figuring out which system gets real estate in your living room.

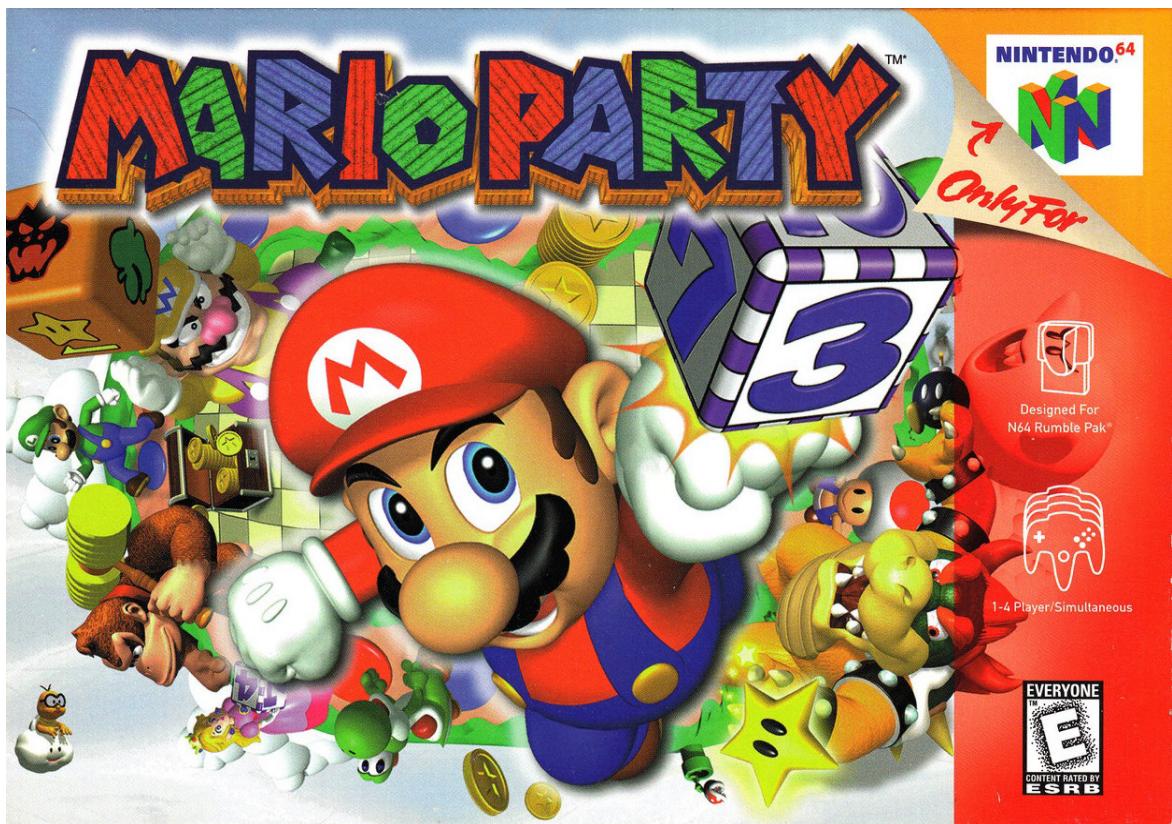
Retron 5 solves that issue by allowing you the ability to play 5 different consoles

on one machine. (GBA, SNES, NES, Genesis & Famicom)

Each console represented has its own cartridge slot and compatibility seems to be pretty good, although not 100%.

<http://www.retron5.com/>

PRICE: **\$179** RATING: **★★★★★**



# MARIO PARTY

THE ONE THAT STARTED THE GENRE OF PARTY VIDEO GAMES

■ By Amy Trinanes

Mario party was the first of its kind, a game filled with the famous Nintendo characters. All of your favorite characters are in one place: Mario, Peach, Bowser etc...all competing to see who ends up with the most stars.

This game is a great way to spend family night, or make a boring get together with friends more lively.

Mario Party is a virtual board game where players take turns hitting a dice block, and competing with each other in over 56 mini games.

The game does have one draw back, a common maneuver on the controller was to rotate the analog stick as fast as your hands can move. Unfortunately it caused many players to develop blisters on their hands. Nintendo received

numerous complaints, and eventually remedied the situation by providing gloves for anyone who needed them.

This game is a classic, if you have played the more recent Mario Party releases and not Mario Party 1, I suggest you give it a try.

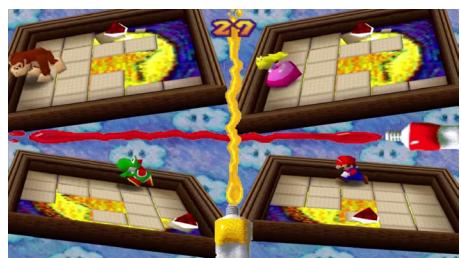
If you are into classic gaming, you will greatly appreciate the graphics and nostalgia of this great game, the beginning of a best-selling franchise.

## Quick Facts-

Original retail purchase price- \$59.95

To unlock the Eternal Star stage, complete all game boards, while earning 100 stars. Visit the bank and claim your prize.

CLASSIC RATING



Above: Tipsy Tourney Mini-Game



Above: "Peach's Birthday Cake" Game Board

# FLAG TO FLAG

## HIGH SPEED, OPEN WHEEL RACING ACTION

### DATA BURST

**Format:**  
Dreamcast

**Developer:**  
ZOOM, Inc.

**Publisher:**  
SEGA

**Release Date:**  
9/9/99

As one of the original launch titles for the SEGA Dreamcast, Flag to Flag was one of the first licensed sports properties (along with NFL 2k) for the console.

As a licensed CART game (Indycar Racing) Flag to Flag is full of official teams, drivers and tracks from the 1998 CART season.

This game is a great little arcade racer. It is easy enough to pick up and start, but also difficult enough with the right settings to satisfy even those in search for a good racing simulation.

For a game from 1999, the graphics still hold up pretty well, and the sense of speed when flying on the high speed ovals is lots of fun.

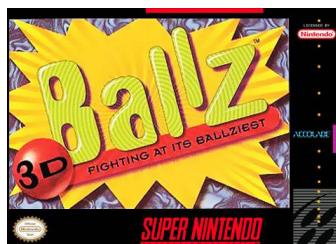
This is one you should certainly check out if you are at all a fan of racing or Indycar/F1.



Above: North America Box Art



Above: High speed oval racing action.



# BALLZ

QUITE POSSIBLY THE WORST FIGHTING GAME..EVER

### DATA BURST

**Format:**  
Genesis/SNES/3DO

**Developer:**  
PF Magic

**Publisher:**  
Accolade

**Release Date:**  
1994

This game is bad. Really bad. This is one of those kinds of games where the initial concept is actually ok, but the execution is really off.

In an attempt to create a 3D fighter on a 16 bit console, they resorted to using little balls (actually scaling circles) to represent fluid motion in character's body parts.

Creative character designs such as a gorilla, a clown and a bodybuilder cannot save this game from itself. Horrible control mechanics degrade this game into a boring, button mashing affair.

As one of the original launch titles for the SEGA Dreamcast, Flag to Flag was one of the first licensed sports properties (along with NFL 2k) for the console.

# 18 WHEELER:

AMERICAN PRO TRUCKER

### DATA BURST

**Format:**  
Arcade/Dreamcast/  
PS2/Gamecube

**Developer:**  
Sega AM2

**Publisher:**  
Sega, Acclaim

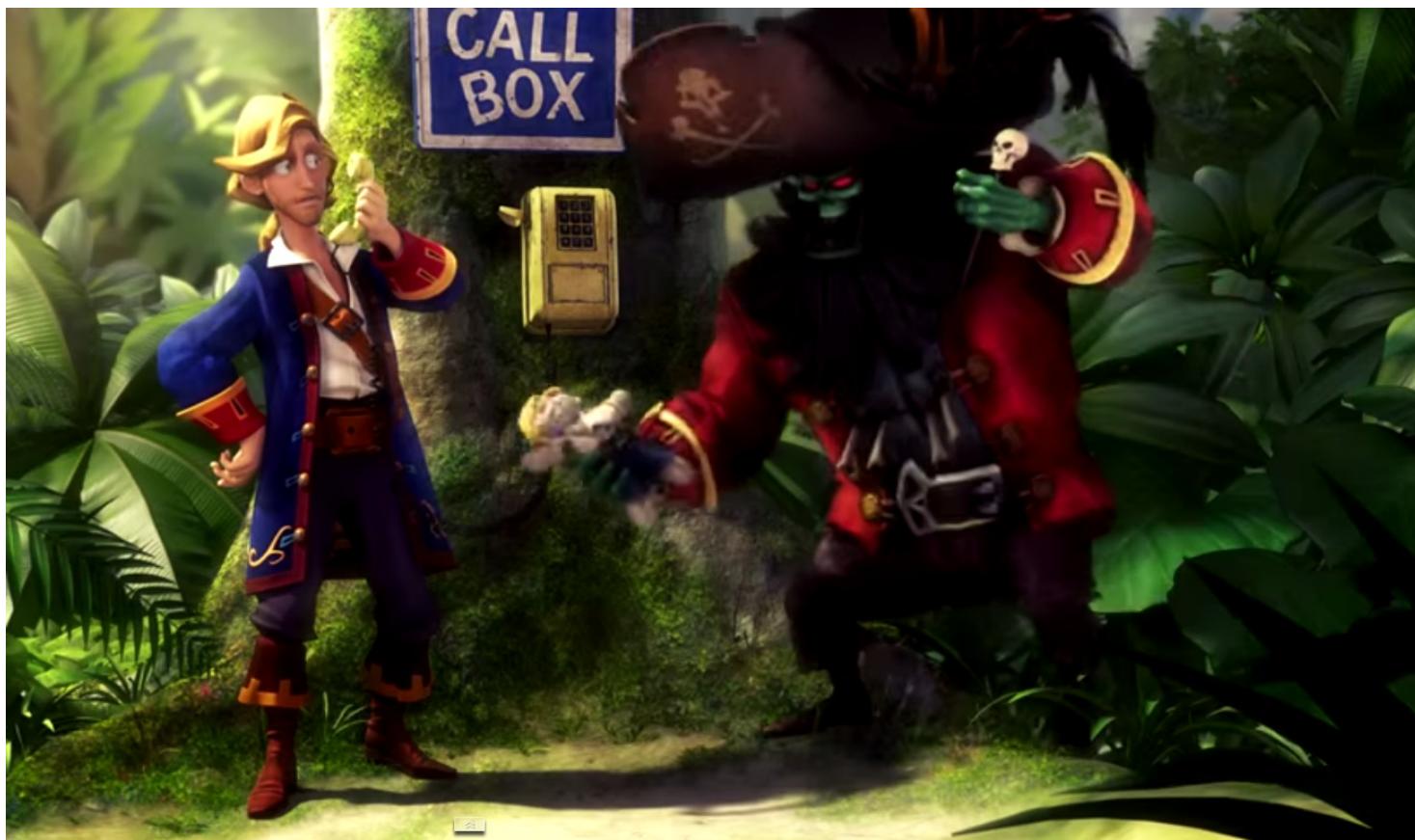
**Release Date:**  
10/12/00

Have you ever wanted to get the feeling of being behind the wheel of a big rig and just drive across the country? This game does a great job of providing that atmosphere while at the same time being a great arcade racer.

This game is full of interesting characters, and the opposition will stop at nothing to beat you to your destination.

With fantastic music, and furious action, this is one to try out.

(We recommend playing it in 1st person mode for the best experience.)



# Monkey Island 2

LeChuck's Revenge

## GAME INFO:

**Format:** PC MS-DOS  
**Other Formats:** MAC, AMIGA, [iOS](#), [PS3](#), [XBOX 360](#) ([Special Edition](#))  
**Developer:** LucasArts  
**Publisher:** LucasArts  
**Country Origin:** USA  
**Release Date:** Dec. '91  
**No. Players:** 1

By Scott Crain

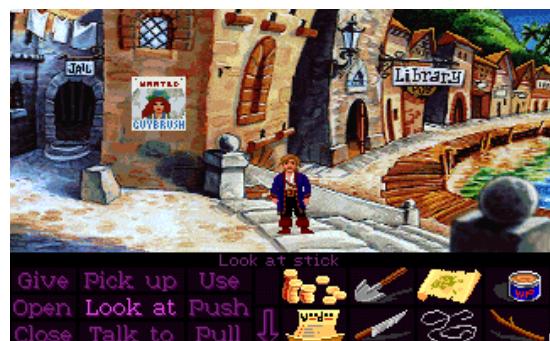
I've never in my life played a more hilarious, and at the same time, more morbid game.

The game begins on Scabb Island where our hero (you), Guybrush Threepwood is sitting at a campfire telling other pirates how he "killed" the ghost pirate LeChuck in The Secret of Monkey Island, while one of them is roasting a marshmallow on a stick. If you noticed the name of the game, you probably figured out that LeChuck isn't really dead. Yeah, the game's name is a spoiler.

So you learn that you're searching for the "Treasure of Big Whoop". Then, as soon as the intro ends, you'll notice that you are carrying a pile of gold bars, jewels, coins, etc., that somehow fit in the seemingly bottomless pockets of your coat. Of course, all these riches are stolen because that would make the game too easy, now wouldn't it?

**Right Top:**  
 Monkey Island 2 (PC)

**Right Bottom:**  
 Monkey Island 2 Special Edition (PS3)



## MONKEY ISLAND 2 SPECIAL EDITION-

■ A Special Edition version of Monkey Island 2 was released in July 2010. (available for iOS, Xbox 360, PS3) This new version features updated high-definition graphics, high quality audio, new voice-overs and an in-game hint system.

The Special Edition version offers a different gameplay experience from the original. Instead of the original point and click interface, you can directly control the movement of Guybrush with a control pad.

One of the coolest features of the new version is the ability to switch between that and the point and click, 1991 era Monkey Island 2. So, retro fans rejoice, you can now play this classic anytime you want and even on the go!



**Above:** Monkey Island 2 Special Edition (iOS) - Intro Screen

at the Bloody Lip fired by putting a rat into his soup. The bartender, who spit shines his mugs, offers you some of the same soup, which you so wisely turn down.

This is just a small part of a game that has more puzzles and interesting characters than you can shake a banana at. And even if you start the series with this game like I did when I was young on an old IBM tower PC, it won't be any less fun to think about why a game called Monkey Island doesn't have more monkeys in it!

## THE ULTIMATE CHEAT-

Want to win the game without actually completing it? (We don't recommend this however, as this game is awesome and worth playing all the way through.)

Press (CTRL)-(ALT)-(W)



## "I'VE NEVER IN MY LIFE PLAYED A MORE HILARIOUS AND AT THE SAME TIME, MORE MORBID GAME"

You wander around Scabb Island and come across the voodoo lady's International House of Mojo, a wooden shack in the shape of a giant skull, sitting in the middle of a swamp. To get there, you row a coffin, yes a coffin, out to the shack.

In your way stands Largo LaGrande, LeChuck's right hand man. You learn that you can make a voodoo doll of Largo to scare him off the island so that you can leave. The ingredients for the doll will end up being a flake

of dandruff from Largo's toupee, some of his spit, his bra, yes his bra, and a bone from his grandfather that you dig up from his grave.

At this point, you can probably pick up on the humor and morbid combination I mentioned earlier. Let's add gross for good measure.

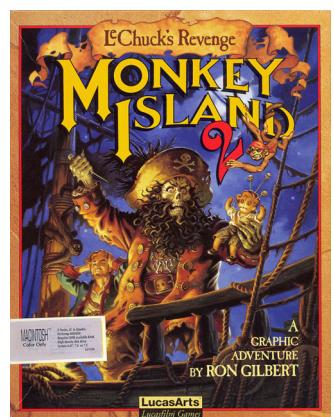
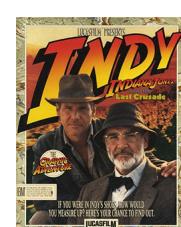
While you are collecting ingredients for the voodoo doll, you will go on side adventures. For instance, to get some money, you get the cook

**Above:** Big Whoop Amusement Park- The Happiest Place on Earth?

## IF YOU LIKE THIS

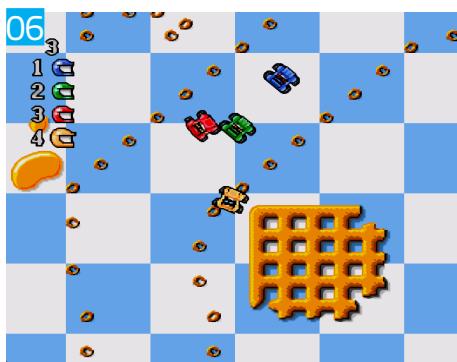
### Indiana Jones

and the Last Crusade (1989) MS-DOS



# TOP TEN >>

## NES GAMES OF ALL TIME



### 10 // CONTRA

This classic run and gun action game by Konami set the bar very high for platforming shooting games. This is also an arcade port and an excellent one at that. Many titles on the NES copied Contra's formula, but none are as good as the original.

### 09 // KIRBY's ADVENTURE

Who doesn't love Kirby? He's cute, cuddly, can fly.. and EAT YOU! Not only can he eat you, but he can absorb your powers and use those against the enemy onslaught. Try that Mario!

### 08 // CASTLEVANIA III: DRACULA's CURSE

By far the best Castlevania game on NES. This game is actually a prequel to the original Castlevania, and unlike the RPG based gameplay of #2, this is a platform game.

### 07 // MIKE TYSON's PUNCHOUT

This game at the time revolutionized boxing games which before that pretty much sucked.. (Atari's Boxing anyone?) Fantastic characters make this one great.

### 06 // MICRO MACHINES

One of the most imaginative games of all time and a favorite amongst racing game enthusiasts. Whether it is racing across the breakfast table or around the bath tub drain in little boats, this one rocks!

### 05 // MEGA MAN 2

The best selling Mega Man title of all time. This one took everything to the next level. Audio, visual and gameplay, this game is the whole package.

## RUNNERS UP

### 11 // DR MARIO

Addictive puzzle game action with a Nintendo twist. Fight the germs and win the battle.



### 12 // RIVER CITY RANSOM

The first beat 'em up game many people played. The added RPG elements made the game world seem huge.

## 04 // DUCK HUNT

Fun arcade style game play, and a sarcastic dog allowed for this game to be frantic, yet humorous at the same time.



## 03 // SUPER MARIO BROS

The one that started it all and set the stage for future platformers. This would be near the top of any NES list and certainly any all-time video game list!

## 02 // THE LEGEND OF ZELDA

The Legend of Zelda paved the way for many more RPG and adventure games (such as the Dragon Warrior series). Zelda is still one of Nintendo's top properties.



## 01 // SUPER MARIO BROS 3

Arguably the best Mario game ever made, this one expanded on the Mario universe. Numerous maps, items that can be collected, fantastic music and artwork.. this game holds up great even today.

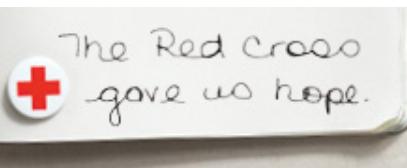


PHOTO BY THE PEREZ FAMILY

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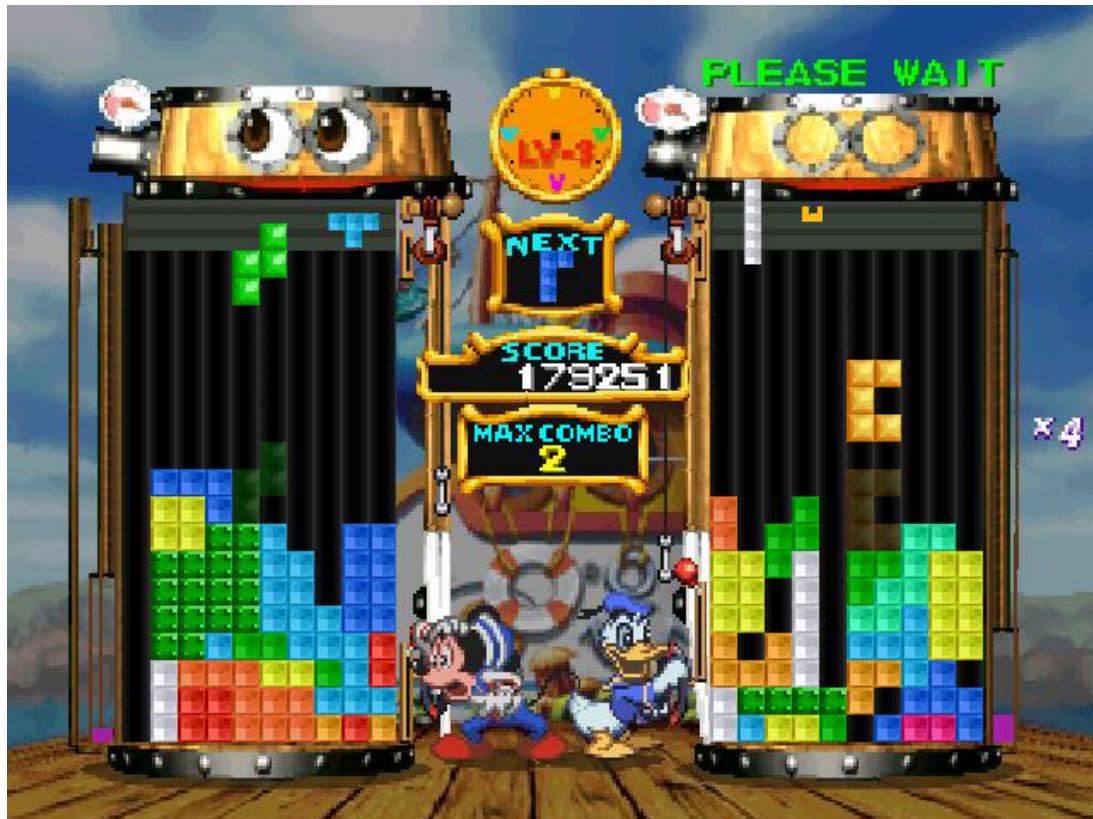


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## DATA BURST

**Format:** N64/PSX  
**Developer:** Capcom  
**Publisher:** Capcom  
**Release Date:** 11/20/98 (Japan)

# MAGICAL TETRIS CHALLENGE

## DISNEY BLOCK PUZZLE MAGIC FOR THE WHOLE FAMILY

■ By Amy Trinanes

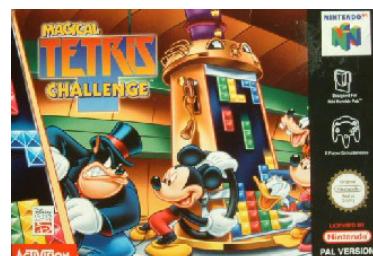
If you want your kids to experience a fun old school game, with awesome Disney characters to go along with it, (admit it, a part of you wants to play it too...) then Magical Tetris Challenge is for you! This was my go to game as a 10 year old when I needed a Tetris fix. It was one of the few games for the Nintendo 64 to be in 2D, but we don't mind, 3D Tetris would have been a bit much.

In Magical Tetris Challenge you choose between four characters, Mickey Mouse, Minnie Mouse, Donald Duck, or Goofy. There were three play modes to choose from, magical tetris, updown tetris, and endless mode. If you go with story mode, each storyline is different depending on which Disney character you pick. In all honesty, story mode didn't do much for me, I found myself just skipping over the entire thing to get to the best part, Tetris

of course. When you pick your favorite character, an opponent will be chosen for you and you MUST beat them in order to move on to the next character. There are many different and sneaky ways to become victorious. Send attacks to your opponent, such as massive pieces that are difficult to place, and much more. During the game modes "magical tetris" and "updown tetris", making combos, and making lines disappear fill up a meter called the "magic meter". When your magic meter is filled, all of the blocks fall filling in gaps that you may have earlier been cursing yourself for making.

If you want a fun game for family game night, I suggest trying this out. You won't be disappointed! It will be as challenging or as easy as you want it to be!

CLASSIC RATING



Above: European Box Art



Above: Donald and Minnie square off

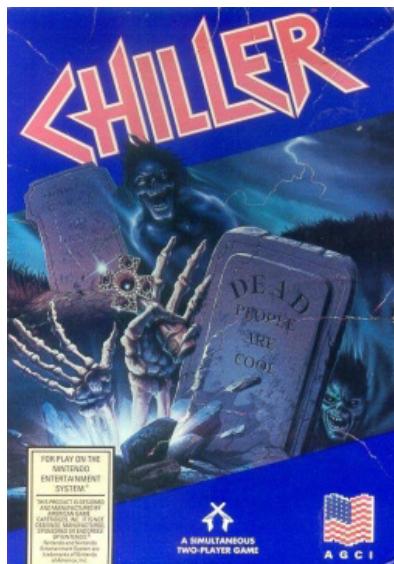


#### GHOST MANOR (ATARI 2600, 1983)

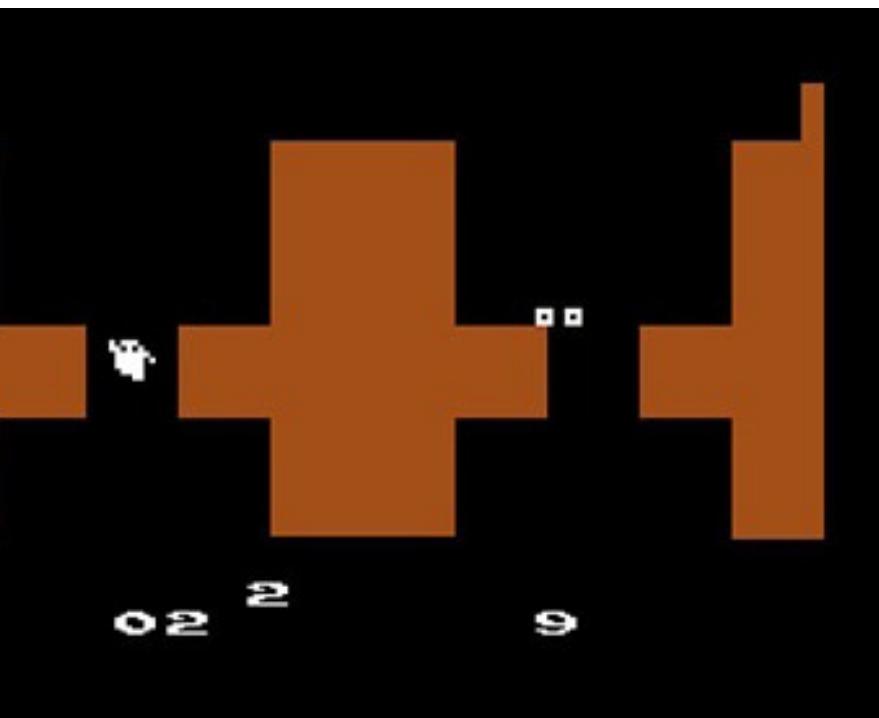
Haunted House wasn't the only spooky game on the Atari 2600. Developer Xonox also released their own take on the genre with Ghost Manor. You play as a boy who has to rescue his girl from a haunted house by defeating ghosts and eventually Dracula with the use of magic spears that you gather throughout the game.



Above: Ghost Manor (Atari 2600, 1983)



**Left:** Chiller by Exidy (Arcade-1986, NES-1990)



## BEST SPOOKY GAMES

### TURN DOWN THE LIGHTS

By Josh LaFrance

Do you love halloween? I certainly do, and the fact that it is coming soon got all of us here at Classic Console Magazine thinking about some of the great "spooky" retro games that we have played over the years. These are not games that are necessarily in the horror genre, although they could be. These are games that have that atmosphere, whether it be the art direction, the story or the music that just grab your attention and make the hair on the back of your neck stand up!

The first game we talk about has to be **Haunted House** by **Atari (1982)**. This is probably one of the first examples of the survival horror genre, although it probably is a little less horror and more atmosphere if anything.

The game features you as a set of eyeballs (apparently it is so dark all that can be seen is the whites of your eyes) exploring a haunted mansion owned by the late Mr. Graves. Your mission is to discover all three pieces of a broken urn. In the process you must find a key to open the door and a sceptre to warn off evil spirits

You are not alone in the house however, as there are various obstacles in your way such as a bat, a tarantula and the ghost of old man Graves.

Your one respite from the dark is to strike a match and therefore generate some light. (This action is completed by hitting the fire button on the joystick.) Just as in real life, matches only last a small amount of time, and before you know it, it is back to just you and the black of night.

**Left:** Haunted House (Atari 2600, 1982)



Let's fast forward a few years to **1986** and **Chiller** by **Exidy**. This game is a pretty controversial one, and as a result was not seen by many initially as arcade owners refused to purchase it.

Just like Mortal Kombat's fatalities would incite rage and concern amongst parents and adults in the 90's, **Chiller** had that going for it in the 80's and that just led to almost an air of mystique surrounding the game. I can fondly remember my first time playing it at Funspot (located in the US, in the state of New Hampshire) and my initial reaction was one of amusement, amazement and disgust rolled all into one. However, it is one of the more spooky and morbid games I have played, and therefore deserves inclusion on our list.

Basic gameplay consists of blasting your way through various levels, shooting interactive items in the scenery to cause torture and destruction to the various poor souls in each level. One of the first levels you encounter has you taking aim at a blade which

then falls to chop off a victim's head and a medieval screw torture device which as you shoot slowly crushes a poor man's head. This game certainly is full of gore and probably not recommended for play by children. There was a few ports including one for the NES, and in that version they really scaled back the gore which results in a game that quite frankly sucks. The original however will live on in infamy.

No spooky game list is complete without the game **Splatterhouse** by **Namco**. Released in **1988** as an arcade game, (with a port later for the TurboGrafx16) this is the true definition of what a spooky game looks like. Like a perfect marriage of beat 'em up action and survival horror, this game keeps you on the edge of your seat.

Throughout the game you play as Rick, who is something like a cross between Billy Lee from Double Dragon and Jason from the Friday the 13th movies. In the game you must try to save your girlfriend Jennifer by battling

**Above:** A Japanese poster for Splatterhouse



**Above:**  
Splatterhouse  
3 (1993)

### SPLATTERHOUSE 3

Many's first experience with the Splatterhouse franchise was by playing it on the Sega Genesis. Splatterhouse 3 is known for being one of the first titles to receive a mature rating by the Videogame Rating Council.



**Right:** Alone in the Dark (1992)



**Far Right:** Hell awaits.



your way through a mansion filled full of hordes of monsters.

Next on our list is the first game in the 3D survival horror genre.

**Alone in the Dark**, released in **1992** was the first in a long line of similar games such as Resident Evil. This game does a great job of setting the creepy atmosphere. You wake up in the attic of a haunted mansion and must escape without being killed by ghosts, zombies and giant rats. The game did well enough to spawn various sequels and a 2005 movie featuring Christian Slater.

**DOOM (1993)** merged the world of spooky horror and first person shooters. This game took the world by storm and took the gameplay

**Below:** Slicing through enemies with a chainsaw (Doom)

started by Wolfenstein 3D to a next level of awesomeness. Battle through different levels of hell, shooting various monsters and demons. Like many on this list, it had its share of critics, especially those parents who felt that the game was too violent. Even though I don't agree with all the criticism it got, it is indeed a very violent



**Left:** House of the Dead (1997)

**Far Left:** Monsters await when you are Alone in the Dark

action to defeat the evil scientist Dr. Curien. There is also a strange spin off called The Typing of the Dead for the Sega Dreamcast, which incorporates the Dreamcast's keyboard accessory and allowed the user to sharpen their typing skills. Type at 70 Words per Minute or get eaten by a zombie! Strange indeed..

## "NOTHING IS MORE SATISFYING THAN SLICING ENEMIES IN HALF WITH A CHAINSAW..."

game and certainly many (including myself) were probably playing it at too young of an age. How can you not love a game that not only includes a big freakin' gun (BFG) but also a chainsaw. Nothing is more satisfying than slicing enemies in half with a chainsaw..

Last but not least, we have **The House of the Dead** by **SEGA**. This game took arcades by storm in **1997**. (There was also an excellent port on Sega Saturn) This is your classic rail shooter, but add in a horror film soundtrack, b-movie cinematics and bad voice acting and you have the makings of a classic.

Agents Thomas Rogan and "G" travel through multiple levels of zombie and monster blasting



There are many, many titles in the horror, sci-fi and mystery genres that could have gone into our list, but unfortunately if we covered everyone this issue would be 200 pages. Perhaps next year we will address some more of your favorites come Halloween time. Until next year enjoy playing these titles on their original consoles or MAME. Just remember to turn down the lights and play at night for added effect.. Happy Halloween!

>> DREAMCAST AT 15



# DREAMCAST: 15 YEARS

We look back at SEGA's last console, still loved by millions and responsible for many changes in the gaming industry>>

■ By Josh LaFrance

Most games in this modern era succeed based on online gameplay. Some of the biggest titles of the last 10 years have been first person shooters or MMOs and although online gaming existed prior to the Dreamcast, SEGA was the first to do it right and allow online gaming for the masses.

On 9/9/99 in North America, the Dreamcast launched with huge fanfare. For a game system so highly rated by critics within the industry and gamers around the planet like you and me, it was quite a shock when SEGA announced in 2001 that it was ending support and production of the system. The goal of this article is not to discuss the reasons behind the demise of the Dreamcast, (in simple terms, lack of DVD support was the issue) but rather

to outline why it was so beloved and why it lives on to this day as one of the greatest of all time.

As already pointed out, SEGA was the first to do online gameplay right (through dial-up service SegaNet) but what really drove sales initially was the number of fantastic titles available for the system, and that was even despite the absence of a few large publishers such as EA who put all of their eggs at the time in the Sony basket.

Dreamcast launched in the US with 19 titles, which is a huge number for the beginning of a system. The strength of the launch titles alone was a big reason for strong pre-orders on the system, as well as a very large TV ad campaign leading up to 9/9/99.

Amongst these strong launch titles included games



**Above:** Dreamcast truly was ahead of its time and the "ultimate gaming system" of the era.



such as SEGA's Sonic Adventure, Capcom's Powerstone and Namco's Soul Caliber.

Launch day sales of the Dreamcast were huge and set records at the time for video game sales. Official sale numbers were 225,000 systems during the first 24 hours and \$98 million in combined hardware and software sales! >>

**Above:** Launch titles for the Dreamcast- Sonic Adventure, Powerstone and Soul Caliber

**Right:** Dreamcast with accessories, a close up look at the VMU memory device.





Above: SEGA Bass Fishing

SEGA also was at the forefront of another leap in gaming, motion controls. This technology predicated the Wii by many years. Again, others had tried it previously (ex. Nintendo's Power glove) but none could get it right. SEGA did a fantastic job with the release of it's Fishing Controller.

As an arcade hit Sega Bass Fishing was very popular, but when ported to the Dreamcast it was a thing of beauty. Now you could go fishing from the comfort of your own couch complete with all of the reeling, setting the hook and battling excitement of the arcade title. (tests have been done by other gamers that show you can also use the motion sensors in the fishing controller to play other Dreamcast games, but it is a bit clunky)

In the 2 years of the Dreamcast, many other fantastic titles came out, but one of it's greatest strengths was in the area of sports games. When EA decided to make the decision not to port the popular EA Sports titles to the Dreamcast, many in the media said it

## "SEGA ALSO WAS AT THE FOREFRONT OF ANOTHER LEAP IN GAMING, MOTION CONTROLS"

was a real death blow to the console and that was before it even came out!

What they didn't realize however was that SEGA knew a thing or two about game development and they went ahead and acquired all the licenses to the most popular sports properties.

Many believe that Sega's 2k sports lineup was actually in many ways better than anything EA had to offer. Certainly NFL 2k was a much better game than Madden. Dreamcast also boasted a real robust racing lineup with titles such as arcade favorites Daytona USA and F355 Challenge.

Now, what any console needs to have to live on for decades to come is a strong fanbase and support amongst the retro gaming community. This aspect is huge for the Dreamcast! More than any other console there are new titles made by third party developers and homebrew additions each and every year.



Above: NFL 2k and Rush Rally Racing, a recent Dreamcast release (2009)



Above: Daytona USA

Remember we are talking about a system which came out before the new millenium and we still have yearly releases for sale of new games!

For those involved with the Dreamcast team, they speak with fondness of the time they spent working for SEGA. Many look back lovingly at a time in which they felt they could push the limits of what was accepted at that time for video gaming and drive change in the industry.

The fantastic impact of the Dreamcast can be felt no greater than with the XBox's success. Many from the original Dreamcast team went on to work for Microsoft and helped with the development of the original Xbox. Take a look at the Dreamcast controller and look at the Xbox's. Notice any similarities there? Xbox also got exclusive rights to sequels of many Dreamcast properties. At one time, SEGA was negotiating to have original Dreamcast games backwards compatible with the Xbox, but the negotiations fell through.

So, although SEGA no longer sells consoles, at least we have the Dreamcast and the community to give us new games each year, as well as the spiritual successors to the Dreamcast in the Xbox and it's 2 sequels.

Happy birthday Dreamcast! Here is to many more years of amazing gameplay to come!

(Look out next month for the monthly Top Ten as we list the best Dreamcast games of all time! Have an opinion? Email us at: [classicconsolemag@gmail.com](mailto:classicconsolemag@gmail.com))

## FEATURED GAME

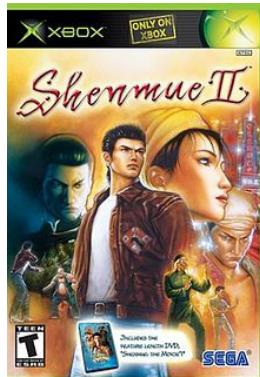


### JET SET RADIO-

The first major release game to include cell shaded graphics, Jet Set Radio was a huge hit on the Dreamcast.

Skate around Tokyo performing combos, grinding on rails and tagging over rival gangs' graffiti. This game looks fantastic even years after it's release.

The soundtrack is amazing and really drives the energy of the game with upbeat electronic, rock and hip hop music.



Dreamcast  
RPG hit  
Shenmue  
lived on with  
a sequel that  
was also  
released  
for Xbox.

Below: Dreamcast controller



Above: Xbox Controller



## Crazy Taxi: City Rush

Does the reboot live up to the original?

Everyone here at Classic Console Magazine loves Crazy Taxi! What is there not to love about fast paced racing action? Crazy Taxi offered a unique premise as a racing game. Instead of racing against fellow competitors it was a race against time trying to deliver your passengers as quickly as possible while avoiding oncoming traffic and pedestrians.

There have been several sequels in the Crazy Taxi franchise, however the only one worth anyone's time was Crazy Taxi 2 which was fantastic even at home on the Dreamcast.

When the announcement of a mobile version of Crazy Taxi came out, many were very excited but also very concerned. What would the play mechanic

### GAME INFO:

**Format:** iOS / Android  
**Developer:** SEGA  
**Publisher:** SEGA  
**Country Origin:** Japan  
**Price:** FREE  
**Release Date:** Out Now  
**No. Players:** 1



**Above:** Looks like Crazy Taxi, doesn't quite play like Crazy Taxi

look like? How would you control the cab? How expensive would it be?

First of all, the play mechanic is way different than others in the series. Think of this as like a car version of Temple Run. Quickly swipe and tap your mobile device's screen to perform various tasks such as turning and

applying the brakes. The controls are ok, and work well for a mobile game.

Obviously the price of free is great, although like many in the "freemium" model, you really have to pay something if you want to unlock all the game has to offer.

**RATING** **70%**  
 Average game, worth a play.

## Thing: Compaz's Quest

### New Retro Gaming Goodness

Very seldom do we have the opportunity to play a new game that is such a throwback to the games of a by gone era that it makes you feel like a kid again.

This game does exactly that! At times it felt like I was playing a 16 bit era Mario style game, and others (especially boss battles) it felt like I was playing something along the lines of Kirby's Adventure.

You play as Compaz, the little spaceship with the big heart whose planet was destroyed tragically. Now Compaz and his friend Terra take part in an amazing journey to discover what exactly happened to their planet.

Six amazing worlds full of levels to explore have you jumping on the moon, traveling into a bees' nest and diving to the depths of the ocean.

Along the way there are all kinds of enemies you must battle. To aid you in this battle you collect various powerups and weapons. Our favorite was the Indiana Jones styled whip that Compaz uses to grab enemies and other items.

This game is fantastic and certainly worth your time. As the levels progress they become very difficult and require expert retro gaming skills to navigate sucessfully.

Our only complaint was that we had a little difficulty initially figuring out controls, but if you look at the attached readme file it will explain all you need to know.



#### GAME INFO:

**Format:** PC  
**Developer:** Ergo Productions  
**Price:** Name Your Price  
**Release Date:** Out Now  
**No. Players:** 1  
**DOWNLOAD:**  
<http://ergoproductions.itch.io/thing>

**"A THROWBACK TO A BY GONE ERA THAT...MAKES YOU FEEL LIKE A KID AGAIN"**



**Above:** World Map

**Below:** Watch out for the bees!



**Below:** Fun 16-bit styled art is throughout the game



**RATING** **90%**  
 Fantastic! Worth hours of gameplay



# 2600 HOMEBREW

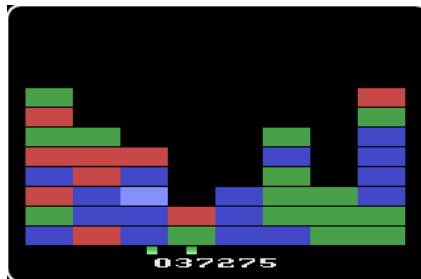
KEEPING THE GRANDDADDY OF CONSOLES ALIVE

Who would have thought that so many years later the Atari 2600 would still be alive? Amongst a community of Atari fans and programmers on the internet, the 2600 is very much alive, with new games coming out each and every year!

Just looking through the threads of sites like AtariAge for instance, we see announcements for new titles coming out all the time. In many cases this is just a ROM that can be played via emulation. But in some cases, it has resulted in full fledged cartridge releases that can run on the original hardware.

Let's talk about a couple great examples of homebrew releases shall we?

**Chunkout** by **James Todd** is a fantastic little game that is quite the challenging puzzler. As Brock Starblaze, you must use your mining lazer to take apart



**Above Left:** Chunkout  
**Above Right:** Crazy Balloon

the planet Xotec's Pulsar field particle by particle. If you hit a piece of a particular color it will also destroy all connected particles of the same color.

Another fantastic example is **Crazy Balloon** by **Manuel Rotschkar**. Guide your balloon through dangerous mazes filled full of spikes and other obstacles. This is a



great game that will have you on the edge of your seat the entire time you play!

Look for future installments of **2600 Homebrew** coming soon in the pages of Classic Console Magazine!

# DIG DUG

## DATA BURST

**Format:**  
Arcade/Atari  
2600 /Various

**Developer:**  
NAMCO

**Publisher:**  
Atari

**Release Date:**  
May 1982

## THE KNOWLEDGE

Dig Dug was ported to the 2600, 5200, 7800, Intellivision, NES, Vic-20.. Lets put it this way, it is one of the most ported games ever!

■ Dig Dug is a classic. One of the most beloved arcade games of all time, ported to a multitude of systems.. we couldn't even list them all!

Your mission, if you choose to accept it.. is to assume the role of Dig Dug (later named Taizo Hori years after the game's release) and defeat monsters while digging underground.

You have two methods with which you can kill your enemy. One option is to blow them up with your air pump until they explode. The other option is to dig underneath a rock so that it falls on the enemy, crushing them.

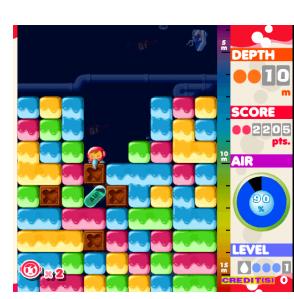
Another strategy is to blow up the monster partially with your air pump as it stuns them for a few seconds, allowing you to pass by safely.



Above: Dig Dug for home consoles



Above: Dig Dug, an arcade classic



# DIG DUG 2

The Adventure Continues

## DATA BURST

**Format:**  
Arcade/NE  
**Developer:**  
NAMCO  
**Publisher:**  
NAMCO  
**Release Date:**  
March 1985

■ The sequel to Dig Dug, Dig Dug 2 is quite the departure from the original.

With an overhead view of the ground below, you must kill your enemies in one of two ways: by using your air pump to blow up the enemies once more or by using a new jackhammer weapon to make the ground break away by affecting fault lines on the map. Once both ends of the fault line reach the water, that chunk of land breaks off into the ocean killing all monsters that are on it.

## DATA BURST

**Format:**  
Arcade/Various  
**Developer:**  
Namco  
**Publisher:**  
Namco  
**Release Date:**  
October 1999

■ Mr. Driller is the game that could have become Dig Dug 3. (that was it's working title) In the game you play as Dig Dug's son, Susumu Hori. You can also play as Dig Dug himself as well as several other characters.

Drill through various colored blocks while collecting air bubbles so that you don't run out of air. If you turn blue, it means you are under 30% air.

Blocks of the same color combine and disappear, so strategy is very important. Think of Dig Dug meets Tetris, and it is a good idea of what this game is like.



## World's Largest Arcade

>> Classic Console Magazine reviews the Mecca of Arcades, Funspot in Weirs Beach, NH



AMERICAN CLASSIC ARCADE MUSEUM

By Josh LaFrance

As a child I was obsessed with the Guiness Book of World Records. I wanted to see all of the amazing places that were featured in that book, and I still do.. however one place in the book stood out to me above all others due to my love of gaming even at a young age. What is that place you ask? Funspot.

Funspot is literally the greatest place on earth for a retro gamer. On top of the bowling alley, the bingo hall and all the ticket redemption games, Funspot also houses the American Classic Arcade Museum.

The museum houses tons and tons of games, all graciously donated by fellow gamers and maintained and supported by many volunteers (as well as through the hard work of

Mr. Gary Vincent, the museum's sole paid staff) There are so many rows of games it literally almost brought tears to my eyes the first time I stepped foot into the place.

Each area is broken up into various sections based on publisher, and all the heavy hitters are there. Love Atari? They've got it. Love Nintendo? They have that too. Almost every game you could possibly think of they have. I literally walked into the place with a list of arcade games I have never played and was able to experience most of them.

Almost every game upstairs in the museum costs just 25 cents, and with coupons available on their website you can almost always play for even cheaper. I recommend buying just 20 dollars at a time, as many times I ended up taking home lots of tokens and that was after hours of awesome game play.

They also have a great party area, and quite a few food choices as well as a great bar. Nothing beats grabbing a couple adult beverages and then going upstairs to play a rousing game of Joust or Indy 4. They have both!

If you are at all a fan of retro gaming (and obviously you are or you wouldn't be reading this publication!) I cannot state enough how important it is that you plan a vacation at some point to Weirs Beach, NH and visit Funspot.

There are tons of campgrounds to stay at in the

**"FUNSPOT IS LITERALLY THE GREATEST PLACE ON EARTH FOR A RETRO GAMER"**

summer, a beach and Drive-In movies less than 5 minutes away. Seriously, just do it. You won't regret it!





## Dear Readers!

Thank you so much for reading the first issue of Classic Console Magazine! We hope you found it entertaining and insightful. Now that we have launched the publication, we are looking for people to help, and that means you! We want to grow the size, reach and number of pages of this magazine every month, and want this to become a place for the retro gaming community to turn to!

Do you love to write? Have you ever wanted to write for a magazine? Have a dream of being a published author? We would love to feature your reviews and articles in the next issue and future issues of this magazine!

We unfortunately cannot offer payment at this time for articles submitted, however this magazine is a labor of love for all of us as we love retro video games. If you have a subject you would like to write about, or if you have an idea for a future review or feature in the pages of this publication, I ask that you send us an email to [classicconsolemag@gmail.com](mailto:classicconsolemag@gmail.com).

We hope to hear from all of you soon,

**Josh LaFrance**

**Editor-In-Chief**

Next Month's Issue:

Top Ten Dreamcast Games of All Time

Gamer Memories

2600 Homebrew

Monthly SHOWDOWN

Much, much more!